

Abstract

The Representation of Journalists in Videogames aims to find out how do videogame developers represent journalists in the mainstream videogames. The analysis is based on five case studies of various videogames but it also includes sequels and prequels of the selected games. The author of this thesis analyzes nine videogame journalists which can be differentiated into several categories: investigative reporters, photojournalists, paparazzis, radio and TV reporters and hosts of various television shows. Their behavior is not the only aspect this thesis analyzes because their visual appearance is also fully in the hands of the game developers.

This thesis proves that the videogame journalists are sometimes depicted stereotypically but if so, it is always for a reason. Videogame developers do not always use this sort of depictions and can even accurately describe journalistic practice and behavior. Journalism is always better described if the journalist is a heroic protagonist of their videogame. If they are villains, it is often described using various negative stereotypes.